



# Space Invaders

## **OPERATING MANUAL**

Model # 402-1

**C**ongratulations on the purchase of your Excalibur Electronics' Space Invaders! To get the most fun from your new game, please read this operating manual thoroughly, paying special attention to safety and care instructions.

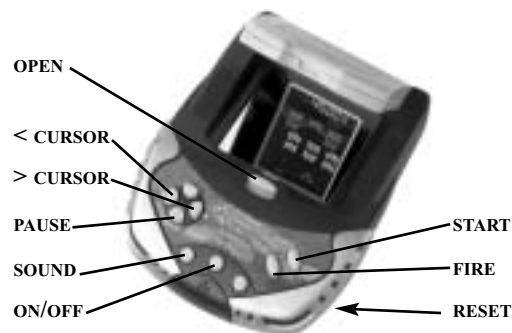
## Replacing Batteries

Your Space Invaders game comes with 2 AG13 batteries already installed. To activate the batteries, pull the tab extending from the battery compartment on the back of the unit.

When you need to replace the batteries, carefully turn the game over so that the top side is face-down on a soft surface. Use a small Phillips screw-

driver to remove the screw. Lift off the battery compartment lid. Install 2 AG13 batteries, making sure to match the polarity (+ and -) with the diagram inside the battery compartment. Place the tabs of the battery compartment lid in their slots and snap the compartment door on again. Replace the screw and tighten gently.

## Layout of Space Invaders



## Function of Buttons

Your Space Invaders buttons are easy to use.

**OPEN** Press this tab to open the screen.

**< CURSOR** Press this key to move your cannon to the left.

**> CURSOR** Press this key to move your cannon to the right.

**PAUSE** Press to stop the game temporarily.

**SOUND** Press this key to

turn sounds on and off.

**ON/OFF** Press to turn the unit on and off.

**FIRE** Press to fire your cannon at the invaders or to begin your game.

**START** Press this key to start your game or to fire your cannon.

**RESET** Use a ballpoint pen to push this button (on the back of the game) if your game locks up or functions improperly.

# Playing Space Invaders

## Object of the Game

You must shoot the invaders before they land and destroy all of your cannons. You get extra points if you shoot down an enemy UFO. Remember, the fate of the universe is in your hands!

## Getting Started

After you remove the plastic tab from the battery compartment, open the screen of your game by pressing the OPEN button at the top of the unit. The screen will flip up. *Important Note:* Remove the plastic covering from the mirrored part of the screen. Turn on your game and then press the RESET button to reset the game.

Once you've turned on Space Invaders, it will display a demonstration mode. To begin a game, press either the FIRE or START button on the panel. Your three cannons will appear on the screen along

with L-1, level one.

## How to Play

Once your game begins, you'll hear arcade sounds. To shoot down the invaders and their UFOs, you must press the FIRE or START button. In order to kill the invader, place your cannon directly below your target by pressing the < CURSOR to move it to the left, or the > CURSOR to move the cannon to the right. Be careful when placing your cannon directly below your enemy because the invaders will be shooting at you!

If one of your cannons gets shot, you will here a warning sound and the screen will then flash how many cannons you have left. You can protect your cannon with the shields that are directly above you. If you shoot at the shields, or if the invaders shoot at them, the shields will begin to deteriorate until they disappear. Make sure to kill

all of the invaders before they land. If they reach your shield line (Earth line), your game ends.

## Left and Right Screens

Space Invader has two screens, shown by an "L" or an "R" next to your score on the upper right hand side. The "L" indicates you're on the left screen. The "R" indicates you're on the right screen.

## Points Scored

You'll receive 100 points for each invader you kill in the bottom rows, and 200 points for killing invaders on the top row. When a UFO appears, you'll hear an alert sound. If you eliminate a UFO, you get 400 points.

## Levels of Play

To pass to a higher level, you must shoot down all of the invaders on your "L" and "R" screens. Once you pass to a higher level, the

cannons available to you flash on the lower part of your screen. The new level you are in is displayed at the upper left hand corner. The higher the level, the more difficult the game, because the invaders will shoot more frequently at your cannon.

## Game Ends

If you lose, "GAME OVER" appears on the upper left-hand side of your screen. To begin a new game, press START or FIRE twice. If you don't wish to start again, turn the unit off and close the screen.

## Pause and Automatic Shutoff

If you interrupt a game by pressing PAUSE, the unit will stay on until you resume your game. If you leave your Space Invader turned on, it will automatically shut off after 3.5 minutes.

## SPECIAL CARE & HANDLING

- Avoid rough handling such as bumping or dropping.
- Avoid moisture and extreme temperatures. For best results, use between the temperatures of 39°F and 100°F (4° C and 38° C).
- Clean using only a slightly damp cloth. Do not use cleaners with chemical agents.

## BATTERY INFORMATION

- **CAUTION:** Batteries should be removed and replaced by adults only.
- Turn unit off when installing batteries.
- Space Invaders uses 2 AG13 batteries, not included.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Do not mix old and new batteries.
- Do not use rechargeable batteries.
- Remove exhausted batteries from the unit.
- Do not short circuit battery terminals.
- Remove batteries and store them in a cool, dry place when not in use.
- To avoid explosion or leakage, do not dispose of batteries in a fire or attempt to recharge alkaline or other non-rechargeable batteries.
- Install batteries so that the polarity (+ and -) matches the diagram in the battery compartment.
- Use only batteries of the same type and equivalency.

## LIMITED 90-DAY WARRANTY

EXCALIBUR ELECTRONICS, INC., warrants to the original consumer that its products are free from any electrical or mechanical defects for a period of 90 DAYS from the date of purchase. If any such defect is discovered within the warranty period, EXCALIBUR ELECTRONICS, INC., will repair or replace the unit free of charge upon receipt of the unit, shipped postage prepaid and insured to the factory address shown at right.

The warranty covers normal consumer use and does not cover damage that occurs in shipment or failure that results from alterations, accident, misuse, abuse, neglect, wear and tear, inadequate maintenance, commercial

use, or unreasonable use of the unit. Removal of the top panel voids all warranties. This warranty does not cover cost of repairs made or attempted outside of the factory.

Any applicable implied warranties, including warranties of merchantability and fitness, are hereby limited to 90 DAYS from the date of purchase. Consequential or incidental damages resulting from a breach of any applicable express or implied warranties are hereby excluded. Some states do not allow limitations on the duration of implied warranties and do not allow exclusion of incidental or consequential damages, so the above limitations and exclusions in these instances may not apply.

The only authorized service center in the United States is:

**Excalibur Electronics,  
Inc.**

**13755 SW 119th Ave  
Miami, Florida 33186  
U.S.A.**

**Phone: 305.477.8080**

**Fax: 305.477.9516**

**[www.ExcaliburElectronics.com](http://www.ExcaliburElectronics.com)**

Ship the unit carefully packed, preferably in the original carton, and send it prepaid, and adequately insured. Include a letter,

detailing the complaint and including your daytime telephone number, inside the shipping carton.

If your warranty has expired and you want an estimated fee for service, write to the above address, specifying the model and the problem.

PLEASE DO NOT SEND  
YOUR UNIT WITHOUT  
RECEIVING AN ESTI-  
MATE FOR SERVICING.  
WE CANNOT  
STORE YOUR UNIT!

**We make you think.**

